





CONNECT TO Xbox LIVE
GETTING STARTED4
CONTROLS
INTRODUCTION 5
HUD5
EVOLUTION MENU 6
BASIC BUILDS 6
OMEGA BUILDS
DOC HOLIDAY'S TIPS 9
CUSTOMER SUPPORT 10
PROCUCT LICENSE AGREEMENT 11

**WARNING** Before playing this game, read the Xbox 360® console and accessory manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to www.xbox.com/support.

#### **Important Health Warning About Playing Video Games**

#### Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

### **Xbox LIVE**

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to www.xbox.com/live to learn more.

### Connecting

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live/countries.

### **Family Settings**

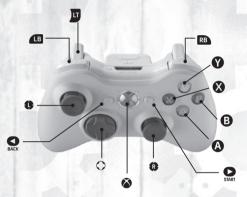
These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

## **GETTING STARTED**

To start playing Generator Rex: Agent of Providence, ensure your system is turned, open the disc tray, and insert the game disc.

## CONTROLS

**BUTTON LAYOUT** 

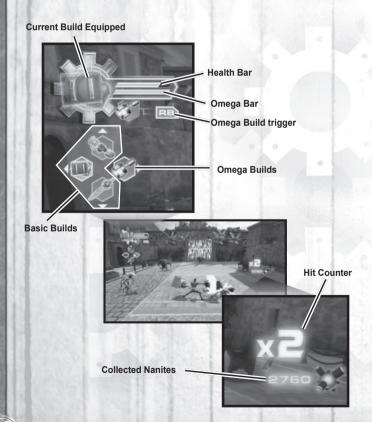


BUTTON	ACTION
30.00	© Smack Hands
0	≎ Slam Cannon
	© BFS
48	○ Omega Build Select
	Rex Move
A	Jump
B	Activate
<b>⊗</b>	Light Attack / Variety Attack (Holding)
0	Heavy Attack
RB	Omega Active
Œ	Build Quick Switch
U	Block / Dodge
BACK	Evolution Menu
START	Pause Menu

## INTRODUCTION

Every living thing on earth is infected with Nanites, tiny machines that turn things into monsters called EVOs. You play as Rex, a Nanite charged super hero teenager with the ability to grow incredible weapons and machines from his body called Builds. With these super abilities you must explore and evolve in order to discover who is behind a worldwide EVO uprising. You're Providence's secret weapon, the fate of all living things lies within you!

## HUD

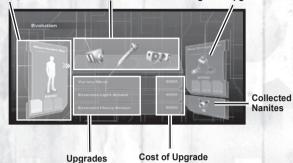


## **EVOLUTION MENU**

Health Bar upgrades

**Build Select** 

Omega Bar upgrades



# **BASIC BUILDS**

By controlling the Nanites inside him, Rex can equip and use these Basic Builds.



**SMACK HANDS** 

Rex's go-to build to lay the smack down on the EVOs with devastating punches and slams!



Equips Rex with the ability to cause powerful, crushing earthquakes to help Rex get through enemy EVOs' defenses.



### **BFS**

An incredibly fast sword that Rex uses to swiftly slash, sweep and dash.



**SLAM CANNON** 

A heavy powered cannon capable of firing destructive charged shots!

## **OMEGA BUILDS**

Omega Builds are much stronger and more powerful then the Basic Builds. However, using an Omega Build drains Rex's energy.



### **BLAST CASTER**

A thrashing directional whip that Rex is able to wind-up and swing at his enemies.

### **BAD AXES**

When equipped, Rex wields two gigantic axes that he swings and spins unleashing multiple hits and overwhelming damage!



Like the Double Axes, Rex wields two massive numchucks that are capable of slamming EVOs with a whirlwind of swings.

## **DOC HOLIDAY'S TIPS**

Many of Rex's builds can be used to navigate and explore. The Smack Hands can be used to drill through walls, the BFS a is handy when you need to cut through anything blocking your path, and sometimes Rex needs to flip a switch that he can't reach, which equipping the Slam Cannon usually gets the job done. We are counting on you, good luck!





Uses Bink Video. Copyright © 1997-2011 by RAD Game Tools, Inc. PhysX Technology provided under license from NVIDIA Corporation. © 2002-2011 NVIDIA Corporation. All rights reserved.

#### **CUSTOMER SUPPORT**

### http://www.activision.com/support

Our support section of the web has the most up-to-date information available including links to patches that can be downloaded free-of-charge. We update the support pages daily so please check here first. By going to the Find Answers section and selecting the platform and game you can view the frequently asked questions. If you don't find your question there try using a keyword.

#### **Email and Phone Support**

Please consult the web for the most up-to-date contact information and opening hours for your country and language. Only technical support will be provided; hints, codes and cheats are not supported.

**Note:** Please do not return any game directly to Activision without first contacting Customer Support. It is our policy that game returns or refunds must be dealt with by the retailer or online site where you purchased the product.

#### UK

Ask a Question: http://activision.custhelp.com

Phone: +44 845 5280 269 (local rate)

Opening hours: Monday through Friday from 9 am – 5 pm GMT

**Except for National Holidays** 

### Ireland

Ask a Question: http://activision.custhelp.com

Phone: 01 9036 586 (local rate)

Opening hours: Monday through Friday from 9 am - 5 pm GMT

**Except for National Holidays** 

#### PRODUCT LICENSE AGREEMENT

IMPORTANT - READ CAREFULLY: USE OF THIS PRODUCT IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PRODUCT" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, INSTALLING, AND/OR USING THE PRODUCT, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION PUBLISHING, INC. ("ACTIVISION").

**LIMITED USE LICENSE.** Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Product solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Product is licensed, not sold. Your license confers no title or ownership in this Product and should not be construed as a sale of any rights in this Product.

**OWNERSHIP.** All title, ownership rights and intellectual property rights in and to this Product and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, any related documentation, and "applets" incorporated into this Product) are owned by Activision or its licensors. This Product is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Product contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

#### YOU SHALL NOT:

- Exploit this Product or any of its parts commercially, including but not limited to use
  at a cyber cafe, gaming centre or any other location-based site. Activision may offer
  a separate Site License Agreement to permit you to make this Product available for
  commercial use; see the contact information below.
- Use the Product, or permit use of this Program, on more that one console device at the same time.
- Make copies of this Product or any part thereof, or make copies of the materials accompanying this Product.
- Sell, rent, lease, license, distribute or otherwise transfer this Product, or any copies
  of this Product, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Product, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Product.
- Export or re-export this Product or any copy or adaptation in violation of any applicable laws or regulations.

**TERMINATION.** Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Product and all of its component parts.

**INJUNCTION.** Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

**INDEMNITY.** You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.











Activision Blizzard UK, Ltd., 3 Roundwood Avenue, Stockley Park, Uxbridge UB11 1AF United Kingdom

© 2011 Activision Publishing, Inc. Activision is a registered trademark of Activision Publishing, Inc. Uses Bink Video. Copyright © 1997-2011 by RAD Game Tools, Inc. PhysX Technology provided under license from NVIDIA Corporation. © 2002-2011 NVIDIA Corporation. All rights reserved. GENERATOR REX, CARTOON NETWORK, the logos, and all related characters and elements are trademarks of and © Cartoon Network.

(s11)

76592226UK

KINECT, Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft group of companies and are used under license from Microsoft.